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Examiner	Arthur O. Hall
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Supplemental Amendment under 37 C.F.R. § 1.111

[0001]   During several telephonic conferences between November 16 and 19, 2009, Examiner Hall and the undersigned representatives for the Applicant discussed pending claims for possible allowance and tentatively reached an agreement. The undersigned representative herein submits under 37 C.F.R. §1.111 supplemental amendment consistent with the discussion. Entry of the supplemental amendment is respectfully requested.

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CLAIM AMENDMENTS

Claim Amendment Summary

Claims pending

- Before this Amendment: Claims 1-8, 10, 12, 13, 15-26, 28-35, 37, 39, 41, 44-47.

- After this Amendment: Claims 1-8, 10, 12, 13, 15-26, 28-35, 37, 39, 41, 44-47.

Non-Elected, Canceled, or Withdrawn claims: None.

Amended claims: Claims 1-8, 12, 21-24, 28-32, 35, 39, 41 and 44-47.

New claims: None.

Claims:

1.   **(Currently amended)**   A method comprising:

operating, on a computing device comprising an electronic display, a computer game inventory management system to manage display of a game inventory of a plurality of virtual [[items]] objects acquired during computer game play on the computing device as a function of computer-executable instructions that configure configuring a processor to perform operations comprising:

indicating to a game player, on the electronic display during computer game play, the plurality of computer generated virtual objects in a graphical scene describer of a game display, the graphical scene describer illustrating used to illustrate a computer generated representation of a player character the game player who is interacting with one or more characters within a virtual world in the computer game play, the player character controlled by the game player, wherein the plurality of virtual objects are configured in the computer game play:

to be obtained as possessions by the computer generated representation of the [[game]] player character; and

to comprise one or more attributes;

collecting, in the graphical scene describer of the game display, the plurality of virtual objects using the computer generated representation of the [[game]] player character;

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indicating, on the game display, at least a portion of the collected plurality of virtual objects as being possessed with the computer generated representation of the [[game]] player character;

~~filtering, in the computer game, the collected plurality of virtual objects based on their respective attributes that are assigned during play of the computer game play, the filtering comprising filtering the collected plurality of virtual objects based on one or more filters;~~

displaying, on the game display, an inventory management describer in addition to the graphical scene describer of the game display, the inventory management describer comprising:

one or more filter icons that represent ~~representing the~~ one or more filters; and

an inventory display that is used to display ~~for displaying~~ the filtered plurality of virtual objects;

receiving, in the computer game play, an input via an input device from the game player, the input used to activate ~~for activating~~ a filter of the one or more filters, the activation ~~activating~~ comprising selecting, in the inventory management describer, a filter icon that represents ~~representing~~ the filter;

filtering, upon receiving the input from the game play to activate the filter, the collected plurality of virtual objects based on their respective attributes that are assigned during the computer game play, the filtering comprising filtering the

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collected plurality of virtual objects that match the filter that is activated by the game player; and

displaying, upon activation ~~the activating~~ of the filter, a filtered portion of the collected plurality of virtual objects in the inventory display,

wherein each of the filtered portion of the plurality of virtual objects in the inventory display includes ~~including~~ at least an attribute that matches the filter, and

wherein display of ~~the displaying~~ the filtered portion of the plurality of virtual objects based on the filter activated by the game player facilitates the game player to determine ~~determining~~ which of the plurality of virtual objects to be disposed of or used in the computer game play as the computer generated representation of the [[game]] player character interacts with the one or more characters in the virtual world in the graphical scene describer of the game display.

2.   **(Currently amended)**   The method of claim 1, further comprising:

indicating, in the graphical scene describer of the game display, other computer generated representations as the one or more characters in the game; and

displaying the computer generated representation of the player character ~~game player~~ and the other computer generated representations as animated characters.

3.   **(Currently amended)**   The method of claim 1, further comprising:

constructing a first filter and a second filter from the one or more filters, wherein the first filter filters the plurality of virtual objects based on a flag type attribute and the second filter filters the plurality of virtual objects based on ~~at least one of the first filter~~ ~~and the second filter determines virtual objects having a flag type attribute or~~ an enumeration type attribute; and

filtering with the first filter and the second filter the ~~obtained~~ plurality of virtual objects based on their attributes.

4. **(Currently amended)** The method of claim 3, wherein construction of ~~the constructing~~ the first filter is performed by the game player and construction of ~~the constructing~~ the second filter is performed by a game developer.

5. **(Currently amended)** The method of claim 4, further comprising selecting, by the game player, either the first filter or the second filter to obtain the plurality of virtual objects based on their attributes that are assigned during the computer game play.

6. **(Currently amended)** The method of claim 3, wherein each of the one or more filters is used to select the plurality of virtual objects that have ~~having~~ associated attributes that match different predetermined attributes associated with the respective filter.

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7. **(Currently amended)** The method of claim 3, wherein the filtering is executed with one of the one or more filters, and wherein a portion ~~certain ones~~ of the one or more filters ~~include~~ includes one or more queries that are defined by the game player, and ~~other ones~~ another portion of the one or more filters ~~include~~ includes queries that are defined by the game developer.

8. **(Currently amended)** The method of claim 7, wherein only ~~those~~ a portion of the plurality of virtual objects that satisfy a query that corresponds to the filter is [[are]] selected by the filter.

9. **(Cancelled)**.

10. **(Previously Presented)** The method of claim 8, wherein the query includes a structured query language (SQL) query.

11. **(Cancelled)**.

12. **(Currently amended)** The method of claim 1, further comprising selecting a virtual item icon within the inventory display to display the virtual object that corresponds ~~corresponding~~ to the virtual item icon.

13. **(Previously Presented)** The method of claim 1, wherein the filter is displayed as a component of a user interface.

14. **(Cancelled).**

15. **(Previously Presented)** The method of claim 1, wherein a mouse is used to select the filter.

16. **(Previously Presented)** The method of claim 1, wherein a joystick is used to select the filter.

17. **(Previously Presented)** The method of claim 1, wherein a computer display button is used to select the filter.

18. **(Previously Presented)** The method of claim 1, wherein a computer display menu is used to select the filter.

19. **(Previously Presented)** The method of claim 1, wherein the filter is represented by a name.

20. **(Previously Presented)** The method of claim 1, wherein the filter is represented by a symbol.

21. **(Currently amended)** The method of claim 1, wherein the collected plurality of virtual objects are indicated as being possessed using a virtual bag <u>that is</u> displayed on the game display.

22. **(Currently amended)** The method of claim 3, further comprising:

enabling the first filter to filter a first virtual <u>object</u> [[item]]; and

altering the attribute of the first virtual <u>object</u> [[item]] to enable the second filter to filter the virtual <u>object</u> [[item]] and to disable the first filter from filtering the first virtual <u>object</u> [[item]].

23. **(Currently amended)** An electronic device including a game display comprising:

virtual item icons <u>used to indicate</u> ~~indicating~~ a plurality of virtual objects collected ~~and hidden in a virtual bag~~ by a computer generated representation of a <u>player character</u> ~~game player~~ during play of a computer game, <u>the player character controlled by a game player, the collected plurality of virtual objects configured to be obtained as possessions by the player character, and</u> at least a portion of the plurality of virtual objects comprising attributes <u>that are</u> assigned during play of the computer game;

a graphical scene describer <u>used to illustrate</u> ~~illustrating~~ a computer generated representation of the <u>player character who is</u> ~~game player~~ interacting <u>with</u> one or more characters within a virtual world in the play of the computer game<u>;</u> and

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an inventory management describer <u>comprising</u>,~~ the inventory management describer including~~:

an inventory filter icon <u>used to represent </u>~~for selecting, by the game player,~~ <u>a filter, wherein the filter is activated to filter the collected plurality of virtual objects that match the filter when the inventory filter icon is selected by the game player</u> ~~an inventoried bag for display based on a filter represented by the inventory filter icon~~; and

<u>a filter result </u>~~an inventoried bag~~ display <u>used to display </u>~~for displaying~~, in response to <u>activation of the filter </u>~~the selecting the inventoried bag~~, one or more filtered virtual item icons, each <u>of the one or more filtered virtual item icons used to display the filtered plurality of </u>~~displayed virtual filtered item icon representing at least one of the plurality of collected and hidden~~ virtual objects that <u>include</u> ~~includes~~ the attributes <u>that are </u>assigned during play of the computer game and match <u></u>~~filtered based on~~ the filter <u>that is represented by </u>~~associated with~~ the inventory filter icon;

wherein <u>display of </u>~~the displaying~~ the at least one of the <u>filtered </u>plurality of collected ~~and hidden~~ virtual objects in response to the filter facilitates the game player <u>to determine </u>~~determining~~ which of the plurality of collected ~~and hidden~~ virtual objects to be disposed <u>of </u>or used in the play of the <u>computer </u>~~compute~~ game as the computer generated representation of the [[game]] player <u>character </u>interacts with the one or more characters in the virtual world in the graphical scene describer of the game display.

24. **(Currently amended)** The electronic device of claim 23, wherein dragging, with an input device, one of the virtual item icons that is associated with one of the virtual objects to a different inventory filter icon in the inventory management describer alters the attributes of the one of the virtual objects such that the altered attributes of the one of the virtual objects match a different filter that is represented by associated with the different inventory filter icon.

25. **(Previously Presented)** The electronic device of claim 23, wherein the game player defines the inventory filter icon.

26. **(Previously Presented)** The electronic device of claim 23, wherein a game developer defines the inventory filter icon.

27. **(Cancelled)**.

28. **(Currently amended)** The electronic device of claim 23, wherein the computer game is operative to search the plurality of virtual objects for the computer game, and the game display displays only one or more virtual objects that satisfy search criteria as set forth by the attributes that are filtered based on queries that are associated with the inventory filter icon.

29. **(Currently amended)** The electronic device of claim 23, wherein the game player provides attributes and selects a portion of the plurality of virtual objects based on the criteria that use ~~using~~ a user interface.

30. **(Currently amended)** The electronic device of claim 23, wherein the computer game highlights the attributes of certain desirable virtual objects to the [[game]] player character in the graphical scene describer.

31. **(Currently amended)** A computer readable medium storing computer executable instructions which, when executed by a processor, configure the processor to perform actions comprising:

indicating to a game player, on the electronic display during computer game play, the plurality of computer generated virtual objects in a graphical scene describer of a game display, the graphical scene describer used to illustrate a computer generated representation of a player character who is interacting with one or more characters within a virtual world in the computer game play, the player character controlled by the game player, wherein the plurality of virtual objects are configured in the computer game play:

to be obtained as possessions by the computer generated representation of the player character; and

to comprise one or more attributes;

collecting, in the graphical scene describer of the game display, the plurality of virtual objects using the computer generated representation of the player character;

indicating, on the game display, at least a portion of the collected plurality of virtual objects as being possessed with the computer generated representation of the player character;

displaying, on the game display, an inventory management describer in addition to the graphical scene describer of the game display, the inventory management describer comprising:

one or more filter icons that represent one or more filters; and

an inventory display that is used to display the filtered plurality of virtual objects;

receiving, in the computer game play, an input via an input device from the game player, the input used to activate a filter of the one or more filters, the activation comprising selecting, in the inventory management describer, a filter icon that represents the filter;

filtering, upon receiving the input from the game play to activate the filter, the collected plurality of virtual objects based on their respective attributes that are assigned during the computer game play, the filtering comprising filtering the collected plurality of virtual objects that match the filter that is activated by the game player; and

displaying, upon activation of the filter, a filtered portion of the collected plurality of virtual objects in the inventory display,

wherein each of the filtered portion of the plurality of virtual objects in the inventory display includes at least an attribute that matches the filter, and

wherein display of the filtered portion of the plurality of virtual objects based on the filter activated by the game player facilitates the game player to determine which of the plurality of virtual objects to be disposed of or used in the computer game play as the computer generated representation of the player character interacts with the one or more characters in the virtual world in the graphical scene describer of the game display

~~indicating to a game player, on the electronic display presenting a game display during computer game play, a plurality of computer generated virtual objects in a graphical scene describer of the game display, the graphical scene describer illustrating a computer generated representation of the game player interacting one or more characters within a virtual world in the computer game play, wherein the plurality of virtual objects are configured in the computer game play to be obtained as possessions by the computer generated representation of the game player and to comprise one or more attributes;~~

~~collecting, in the graphical scene describer of the game display, the plurality of virtual objects using the computer generated representation of the game player;~~

~~indicating, on the game display, at least a portion of the collected plurality of virtual objects as being possessed with the computer generated representation of the game player;~~

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filtering, in the computer game, the collected plurality of virtual objects based on their the respective attributes that are assigned during the computer game play, the filtering comprising filtering the plurality of collected virtual objects based on one or more filters;

displaying, on the game display, an inventory management describer in addition to the graphical scene describer, the inventory management describer comprising:

one or more filter icons representing the one or more filters; and

an inventory display for displaying the plurality of virtual objects;

receiving, in the computer game play, an input from the game player for activating a filter of the one or more filters, the activating comprising selecting, in the inventory management describer, a filter icon representing the filter; and

displaying, upon the activating the filter, a portion of the plurality of virtual objects in the inventory display, each of the plurality of virtual objects in the inventory display including at least an attribute that matches the filter, wherein the displaying the portion of the plurality of virtual objects based on the filter facilitates the game player determining which of the plurality of virtual objects is to be disposed or used in the computer game play as the computer generated representation of the game player interacts with the one or more characters in the virtual world in the graphical scene describer of the game display.

32. **(Currently amended)** The computer readable medium comprising computer executable instructions of claim 31, wherein the actions further <u>comprise</u> ~~comprises~~ constructing the filter via a user interface.

33. **(Previously Presented)** The computer readable medium comprising computer executable instructions of claim 31, wherein the game player defines the filter.

34. **(Previously Presented)** The computer readable medium comprising computer executable instructions of claim 31, wherein a game developer of the game defines the filter.

35. **(Currently amended)** The computer readable medium comprising computer executable instructions of claim 31, wherein <u>a portion</u> ~~certain ones~~ of the plurality of filters <u>is</u> [[are]] defined by the game player, and <u>another portion</u> ~~other ones~~ of the plurality of filters <u>is</u> [[are]] defined by a game developer, and wherein the game player selects which of the plurality of filters are to be applied to the inventory.

36. **(Canceled)**

37. **(Previously Presented)** The electronic device of 23, wherein the electronic device is a game server operative to couple with a plurality of game computers running the computer game.

38. **(Canceled)**

39. **(Currently amended)** The electronic device of claim 23, wherein the virtual objects are obtained as possessions by displaying <u>that</u> the computer representations of the [[game]] player <u>character captures</u> ~~capturing~~ the virtual objects from computer representations of other <u>characters</u> ~~game players~~ during the play of the computer game.

40. **(Cancelled)**.

41. **(Currently amended)** The electronic device of claim 23, wherein the electronic device searches the plurality of virtual objects for attributes <u>that are</u> assigned during play of the computer game <u>and that satisfy</u> ~~satisfying~~ a predetermined search criteria, and <u>wherein</u> the electronic device displays only ~~those~~ <u>a portion of</u> virtual objects that satisfy search criteria as set forth by the attributes <u>that are</u> filtered as a result of <u>selection of</u> ~~selecting~~ the inventory filter icon.

42. **(Canceled)**.

43. **(Canceled)**.

44. **(Currently amended)** The method as recited in claim 1 further comprising indicating on the game display that during play of the game the computer representation of the [[game]] player character uses using one of the filtered obtained plurality of virtual objects.

45. **(Currently amended)** The method as recited in claim 1 further comprising exchanging one of the filtered virtual objects between the player character and the one or more other characters with other game players for value.

46. **(Currently amended)** The method as recited in claim 1 wherein the plurality of virtual objects are obtained as possessions by the computer generated representation of the [[game]] player character from other computer generated representations of the other one or more characters game players.

47. **(Currently amended)** The method as recited in claim 1 wherein the filtering comprises querying the attributes that are selected from a group of queries comprising:

determining that the virtual objects are to be sold and/or bartered,

determining that the virtual objects are weapons against monsters, and

determining that the virtual objects are constructed of a particular material.

Statement of Substance of Interview

[0002]   Examiner Hall graciously talked with Bea Koempel-Thomas and me — the undersigned representatives for the Applicant — on several telephonic conferences between November 13 and November 19, 2009. Applicant greatly appreciates the Examiner's willingness to talk. Such willingness is invaluable to both of us in our common goal of an expedited prosecution of this patent application.

[0003]   During the conferences, Examiner Hall had extensive discussion with Bea Koempel-Thomas and me regarding amendments to pending claims, particularly claims 1 and 23, for allowance. Without conceding that the amendments are necessary and in the interest of expediting issuance, I agree with Examiner Hall's recommendation. I understood Examiner Hall to tentatively indicate that the amendments would place the application in condition for allowance.

[0004]   Applicant herein amends the claims in the manner discussed during the interview. Accordingly, Applicant submits that the pending claims are allowable.

REMARKS

[0005]   Applicant respectfully requests reconsideration and allowance of all of the claims of the application. Claims 1-8, 10, 12, 13, 15-26, 28-35, 37, 39, 41, 44-47 are presently pending. Claims 1-8, 12, 21-24, 28-32, 35, 39, 41 and 44-47 are amended herein.

Formal Request for an Interview

[0006]   If the Examiner's reply to this communication is anything other than allowance of all pending claims and the only issues that remain are minor or formal matters, then I formally request an interview with the Examiner. I encourage the Examiner to call me—the undersigned representative for the Applicant—so that we can talk about this matter so as to resolve any outstanding issues quickly and efficiently over the phone.

[0007]   Please contact me to schedule a date and time for a telephone interview that is most convenient for both of us. While email works great for me, I welcome your call as well. My contact information may be found on the last page of this response.

Claim Amendments

[0008]   Without conceding that such amendments are necessary, Applicant herein amends claims 1-8, 12, 21-24, 28-32, 35, 39, 41 and 44-47 consistent with the suggestions from the Examiner. These amendments are fully supported by the Application and are made to expedite issuance.

Conclusion

[0009]   All pending claims are in condition for allowance. Applicant respectfully requests reconsideration and prompt issuance of the application. If any issues remain that prevent issuance of this application, the **Examiner is urged to contact me before issuing a subsequent Action**. Please call or email me at your convenience.

Respectfully Submitted,

Lee & Hayes, PLLC
Representatives for Applicant

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